

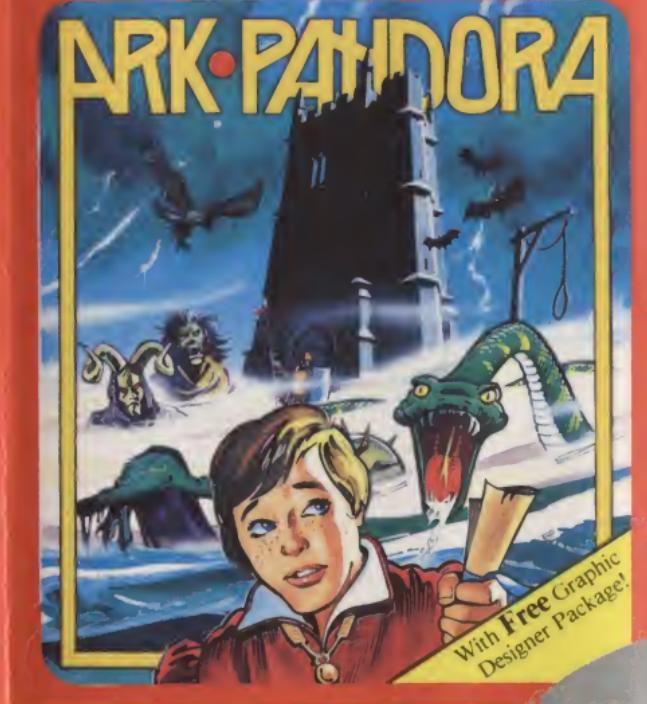


ARK PANDORA

A murderous pirate imprisoned for life on a remote fantasy island. Set free by the island people on the condition he frees them from the evil tyranny of the island's ruler, the High Priest of the evil cult. You must combine his acrobatic skill and deadly weapons with your problem solving abilities to obtain his ultimate freedom.

RINO ARK PANDORA

Commodore
64/128



Commodore 64/128 Graphic Adventure Ark Pandora

94 Screens of Full Colour Graphics Loading Instructions

Game plan

Escape from the island by retrieving the sacred scroll. To do so you will require a great deal of ingenuity, wheeler dealing and not a small amount of pure brain power. We do not propose to give you any clues but it may help to know the following:—

Enemies

*Soldiers
Guards
Bandits
Trackers
Bats, Boars, Snakes
Mercenaries
High Priest
Warlock
Guard of palace*

Friends

*Hermit
Fisherman
Condemned man at gallows
Witch
Prisoner in Dungeon*

Disks

*Trained Eagle
Crucifix
Studded Ball*

When game has first loaded you will be presented a title screen and prompted to make an entry.

OLD GAME
NEW GAME
NEW GRAPHICS
SCREEN DESIGNER

Arrow can be moved around by cursor keys and joystick. Use Return or Fire to select an option.

OLD GAME

NEW GAME

NEW GRAPHICS

SCREEN DESIGNER

Allows user to load a presaved game position. Starts game afresh.

Allows user to load a preferred set of graphic backgrounds.

Allows user to design a set of graphics for the game from building blocks provided.

Movement

The whole game is icon driven for user simplicity. When using joystick the 'arrow' displayed on screen moves around and when it rests over the option you wish to choose press Fire button. On keyboard use cursor keys and Return key.

F1 toggles control between game movement and icon movement

F5 displays score

F7 clears icon screen

Game Control

Joystick.

Left + Right

Down + Fire

Fire no icon selected

takes control from character to icons

takes control from icons to character

Fire + icon select icon options offered then move arrow to select and press fire

Keyboard.

Space Jump

Z Fire Left < Right

In icon mode use cursor keys

Icon Descriptions

Look (L Keyboard)

Inventory (I Keyboard)

Drop (D Keyboard)

Use object (U Keyboard)

Take (T Keyboard)

Store/Load information

Leave position and restart

Green OK, Red danger



If Look is selected an indicator of possible dangers is given

North	Sea Inlet
South	Cemetery
East	Walled Area
West	Mercenary

Screen Designer

Icons



These icons are used to move geographically North, South, East and West and to design the background graphic to be displayed at that point.



This is used to put blocks in location



I/O icon is used to load and save files

Controls

Move arrow Up – Joystick Up or Cursor Up

Move arrow Left – Joystick Left or Cursor Left

Move arrow Right – Joystick Right or Cursor Right

Move arrow Down – Joystick Down or Cursor Down

Return or Fire enters option

Keys < > move through blocks

Changing Blocks

Take arrow to chosen block on the bottom of the screen. Press Return or Fire and block number will light up in red. Take arrow to chosen position on the top of the screen and press Return or Fire. This block number will also light up in red. Take arrow to enter icon and press Fire or Return and the new block will be printed on screen.

To change paths design take arrow to path and press Return or Fire.

Good Luck

If after a few months you have not yet completed the adventure send a S.A.E. for a clue sheet.

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